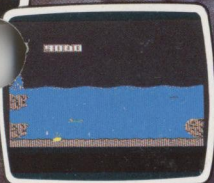


Screen pictures shown
may be different machine
versions of game.



Travel through the treacherous caverns and deadly dangers to untold wealth.
Voyagez parmi les traitres cavernes et les dangers mortels à la recherche d'une
incommensurable fortune.

Begeben Sie sich in heimtückische Höhlen und tödliche Gefahren und gelangen
Sie zu unsagbarem Reichtum.

Viaja por las engañosas cuevas y mortales peligros para conseguir unas fabulosas
riquezas.

Viaggiate attraverso le caverne insidiose ed i pericoli mortali verso un ricchezza
inestimabile.

Reis door de verraderlijke grotten, confronteer dodelijke gevaren en verzamel
ongelooflijke rijkdom.

Rejs gennem
forrædteriske huler og
dødelige farer til
ufordrøselig rigdom.



CBM
64 128

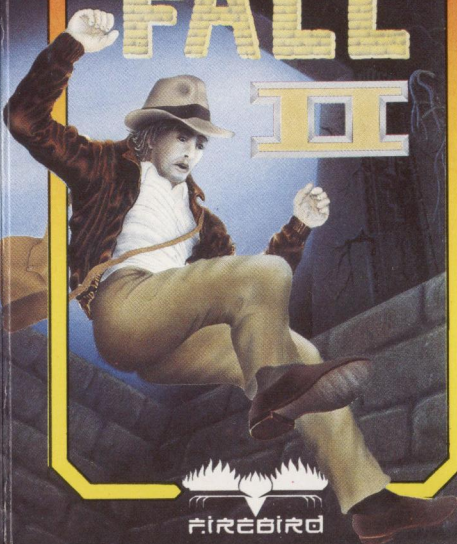
PIT
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II



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PITFALL II

© 1986 DAVID CRANE

THE GAME

You are Pitfall Harry and you must travel through the treacherous caverns beneath Peru in search of your niece Rhonda, the cursed Raj diamond and Quickclaw the cat and avoid the deadly perils that lay in wait for you in PITFALL II.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

JOYSTICK CONTROLS

Left=Move left or steer balloon left
Right=Move right or steer balloon right
Up=Climb up ladder or speed up balloon
Down=Climb down ladder or slow down balloon
Fire=Jump

There is no time limit. Whenever Harry succumbs to any danger, he does not die but is transported to the last red cross he touched. To grab a balloon, just jump up to it. It is steered by the joystick controls listed above. To let go of a balloon, just let a bat burst it. A perfect score is 199,000 which means that you must collect all 28 Gold Bars, Rhonda, the Raj Diamond, Quickclaw the Cat, the Stone-Age Rat, (which can only be subdued from behind), and never fall victim to a single danger.

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